

Matt Lease

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Information & Computer Science
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Early Career Awards: DARPA Young Faculty, NSF CAREER, IMLS Early Career

Additional Past Support: ONR, Qatar QNRF, Portugal FCT, Yahoo!, Google, Amazon



UT Austin Information Retrieval & Crowdsourcing Lab, Spring 2018



Research Areas

Information Retrieval & Search

- Neural Information Retrieval: At the End of the Early Years. IRJ 2018
- Efficient Test Collection Construction via <u>Active Learning</u>. arXiv 2018.
- ArabicWeb16: A New Crawl for Today's Arabic Web. ACM SIGIR 2016.
- Active Learning to Maximize Accuracy vs. Effort in Interactive Information Retrieval. ACM SIGIR 2011.

Human Computation & Crowdsourcing (e.g., Human-in-the-loop)

- Why Is That Relevant? Collecting Annotator Rationales for Relevance Judgments. AAAI HCOMP 2016.
 - Best Paper Award
- Probabilistic Modeling for Crowdsourcing Partially-Subjective Ratings. AAAI HCOMP 2016.
- Crowdsourcing Information Extraction for Biomedical Systematic Reviews. AAAI HCOMP 2016.
- Combining Crowd and Expert Labels using Decision Theoretic <u>Active Learning</u>. AAAI HCOMP 2015.

Natural Language Processing

- An Interpretable Joint Graphical Model for Fact-Checking from Crowds. AAAI 2018.
- Aggregating and Predicting Sequence Labels from Crowd Annotations. ACL 2017.
- Exploiting Domain Knowledge via Grouped Weight Sharing [for] Text Categorization. ACL 2017.
- Active Discriminative Text Representation <u>Learning</u>. AAAI 2017.





Goals & Skills

- Research Goals: Information Retrieval
 - i) improve back-end, core search algorithms
 - ii) enhance human-centered, interactive search
 - iii) enable new forms of search



- Research Goals: Human Computation
 - i) optimize human-in-the-loop interactive computing;
 - ii) expand crowdsourcing's reach to tackle more ambitious problems
 - iii) optimize crowdsourced data collection (e.g., quality, cost, and speed)
- My graduate training spanned IR & NLP across 6 universities
 - IR: U. Mass. Amherst, with James Allan & Bruce Croft
 - NLP: Brown University, with Eugene Charniak & Mark Johnson
 - Lab Rotations: U. Washington, Johns Hopkins U., Charles U. (Prague), Saarland U. (Germany)
- My expertise is diverse, spanning 1) IR, HCOMP, & NLP areas; and
 2) AI (back-end) & HCI (front-end)
- The Texas Advanced Computing Center (TACC) provides unparalleled distributed computing and storage capabilities to UT Austin faculty & students

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Combining AI & HCI

- IR and HCOMP both place people at the center of computing
 - information seekers in IR and online contributors in HCOMP
- I approach both areas via hybrid, social computing
 - I orchestrate man-machine partnerships which creatively blend front-end human-computer interaction (HCI) design with back-end artificial intelligence (AI) modeling of people and their tasks.
- By capitalizing on the strengths of each party man and machine I seek to compensate for the other's limitations to create a whole greater than its parts.
 - IR systems can utilize front-end HCI design to empower searcher intuition and creativity, while back-end AI algorithms interpret ambiguous human queries, sift through vast information, and suggest potentially relevant results.
 - In HCOMP, front-end HCI design can enable workers to more easily understand and complete tasks, while back-end AI modeling of workers and tasks enables principled optimization of data collection.
- As with Amdahl's Law, optimizing only part of a joint system is limiting. By tackling both front-end HCI and back-end AI, we maximize overall effectiveness.





Contact Information



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